

be nice. Ball*Objectives:*

1. Students will use be nice. words to encourage classmates.

Common Core Standards:

- CCSS.ELA-LITERACY.SL.3.1.C - Ask questions to check understanding of information presented, stay on topic, and link their comments to the remarks of others.
- CCSS.ELA-LITERACY.SL.3.1.D - Explain their own ideas and understanding in light of the discussion.

Materials:

1. Small, soft ball

Motivation:

This is a variation on a classroom game often-called silent ball

Start this lesson with a review and discussion of be nice. Have students describe everything that they can remember. If students are struggling to remember ask questions like: "What does N.I.C.E. stand for?", "What are some examples of each letter?", or "What type of health is described as how we think, act and feel?".

Explain that you will be playing a game in which the students will practice using the N.I.C.E. principles towards one another. Brainstorm ideas for compliments and encouragements that students could use during the game. Write those ideas down on a board for the students to refer to if necessary. Encourage students to ask questions about any confusion they have regarding be nice. or the game.

Development:

- Have students sit on the desks. Only the person holding the ball is allowed to talk. When that person talks, it has to be something nice/encouraging. Students toss the ball to each other. The person who throws it must then say something nice about the person they are throwing it to. Once someone has held the ball they will then have a seat. The game will continue until all students are seated.

Closure:

As students continue to play the game throughout the year make it more challenging. For example, if they throw it to someone that has already been thrown to, students have to repeat the original compliment or encouragement and add to it, set a time limit for how long they can hold the ball before saying something nice, don't allow the same comment twice, or have both the passer and the receiver need to say something nice to each other.